

Thief

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You are the proud owner of the 5 jewels of the country of Danathens. These jewels are priceless. Unfortunately, there are a lot of people that want to steal these jewels. Your job is to protect them.

YOU: At the begining of each group, you will have 4 cannons situated on the inside perimeter of your guard post. (left shift) is clockwise, (right shift) is counterclock. (space) is fire. You can fire up to four shots. If you have four cannons, each cannon will fire one shot. If you have three cannons, each cannon will shoot one shot, and you can shoot one more shot from a cannon. If you have 2 cannons, you can fire 2 sets of 2 shots, and if you have one cannon, you can fire up to 4 shots. You must let go of the fire key to shoot again.

The THIEFS: Running in from ope of the 4 corners of the post will be a thief. Every now and then, he will shoot a shot in a random direction. He will be running around randomly too. If he gets a jewel, you better shoot him before he gets off the screen, or you will lose that jewel. You can get more than one thief at a time. YOUR CANNON(S) CAN WALK THROUGH A THIEF, BUT IF HE FIRES WHILE YOU ARE OVER HIM, YOU WILL LOSE THAT CANNON!!

SCORING: There are two ways you can score; directly, and bonus points.

DIRECT:

50x Bonus level for each man you hit BEFORE HE GETS A JEWEL.
100x Bonus level for each man you hit AFTER HE GETS A JEWEL.

BONUS POINTS:

500x Bonus level for each cannon you have left after each group.
1000x Bonus level for each jewel you have after each group.

The Maximum bonus level is 10.

HOW YOU LOSE: You lose when three conditions are met.

- (1) The group is completed
- (2) All the jewels are gone
- (3) You are not going to get any bonus jewels.

You get an extra jewel every 200,000 points, but if you want, you can set the byte in memory location 0004 to the number X10000 you have to get for a bonus jewel. (I.e.- if you want to get a bonus jewel every 100,000 points, you would set 0004 to \$0A, which is a 10 in decimal).

If you lose all your cannons in a group, you start that group over.

ETC:

Hit "P" to pause, "R" to resume anytime the game is running.
When the game ends, hit "R" to run again.

In a two-player game, each player alternates at groups untill his supply of jewels is exhausted. Also, when the message "PLAYER X" is on the screen, you must hit any key to start The next group.

LOADING THIEF

The Thief tape is in standard OSI self-loading format.

To use it:

1. HIT BREAK
2. HIT "M"
3. START TAPE
4. HIT "L"

The program will load in checksum form. It will begin with the Hex address in the upper left hand corner of the screen (4 characters). The two adjoining characters - the information in each memory location - will load so fast as to be unreadable. This is normal. Watch for an even, steady progression of the Hex address as this is the easiest way to spot a misload.

When this section of the load is completed, the screen will begin to fill with long lines of code. At the end of the load, the program will display on screen.

OC5F-A9

OC 60-DC

OC61-8D

OC62-00

OC63-03

0145-40 BELL

POKE 65535, 255